blanking out one or more pixels at a beginning of a portion of graphics data by placing a read pointer at a location after said portion, the portion being aligned with a start address; and

displaying the graphics data starting at the read pointer placed at a first non-blanked out pixel in the portion of the graphics data aligned with the start address.

B1 Cancld

2. The method of horizontally scrolling a display window to the left of claim 1 further comprising the step of converting the graphics data into a common format.

3. The method of horizontally scrolling a display window to the left of claim 1 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

4. The method of horizontally scrolling a display window to the left of claim 2 wherein the common format is selected from the group of YUV and RGB formats.

5. The method of horizontally scrolling a display window to the left of claim 1 wherein each pixel is comprised of one or more bits.

6. The method of horizontally scrolling a display window to the left of claim 5 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits.

Sub C2

B2 cont

7. (Amended) A method of horizontally scrolling a display window to the right comprising the steps of:

moving a read pointer to a new start address that is immediately prior to a current start address;

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blanking out one or more pixels at a beginning of a portion of graphics data by placing the read pointer at a location after said portion, the portion being aligned to the new start address; and

displaying the graphics data starting at the read pointer at a first non-blanked out pixel in the portion of the graphics data aligned with the new start address.

B2 cancld

8. The method of horizontally scrolling a display window to the right of claim 7 further comprising the step of converting the graphics data into a common format.

9. The method of horizontally scrolling a display window to the right of claim 7 wherein the step of blanking out one or more pixels comprise the step of blanking out one or more bits.

10. The method of horizontally scrolling a display window to the right of claim 8 wherein the common format is selected from the group of YUV and RGB formats.

11. The method of horizontally scrolling a display window to the right of claim 7 wherein each pixel is comprised of one or more bits.

12. The method of horizontally scrolling a display window to the right of claim 11 wherein the number of bits per pixel is selected from the group consisting of 1 bit, 2 bits, 4 bits, 8 bits, 16 bits, 24 bits and 32 bits.

Sub D1

B3 Cont

13. (Amended) A graphics display system comprising:

a display engine for receiving raw graphics data and converting the raw graphics data into graphics contents; and

a direct memory access module for transferring the raw graphics data from memory to the display engine,

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wherein the display engine is capable of selectively blanking out one or more pixels associated with the raw graphics data by selectively placing a read pointer.

B3 Cancld

14. (Amended) The graphics display system of claim 13 wherein the display engine comprises means for blanking out one or more pixels associated with the raw graphics data by selectively placing the read pointer.

15. The graphics display system of claim 14 wherein the direct memory access module transfers the raw graphics data from memory starting at a start address.

B4

16. (Amended) The graphics display system of claim 15 wherein the blanking out means blanks out one or more pixels from a portion of the raw graphics data by selectively placing the read pointer, wherein the portion is aligned with the start address.

17. The graphics display system of claim 14 wherein the direct memory access module is used to transfer the raw graphics data from memory starting at a new start address, wherein the new start address is the address that is immediately prior to a current start address.

B5

18. (Amended) The graphics display system of claim 17 wherein the blanking out means is used to blank out one or more pixels from a portion of the raw graphics data by selectively placing the read pointer, wherein the portion is aligned with the new start address.

Sub D3

B6 cont

~~19. (New) The graphics display system of claim 16 wherein the~~ read pointer ~~is placed~~ at a location of the first pixel to be ~~displayed.~~

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